

# Shadows in the Force

**A One-Round *Star Wars* Rebellion Era Adventure**

**by Robert Wiese**

A Rebel survey ship crashes in the mountains of Yorgraxx. A great evil waits there for them, sleeping. A brave group of heroes must defeat this evil before the Emperor finds a way to make use of it. But not all heroes wear the uniforms of the Alliance. Can these stranded heroes work together and survive what may be their greatest challenge? A *Star Wars* Rebellion Era adventure for 6<sup>th</sup> level provided characters.

This is an RPGA® Network scenario for the *Star Wars* Roleplaying Game. A four-hour time block has been allocated for this scenario. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

## **Preparation**

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA *Star Wars* adventure we assume that you have access to the following *Star Wars Roleplaying Game* Revised Core Rulebook. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil or pen, an RPGA scoring form, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures. We recommend at least a vinyl grid with chits, as you will have to track ship positions and movement during the opening combat scene.

Instruct the players to prepare their characters before you read the introduction.

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game. Instructions for altering this game for fewer than four players are included below.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM

can bar the use of even core rulebooks during certain times of play.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be presented in ***bold italics***. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

## **Reporting**

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid and turn it into your Senior GM as you leave your game area.

## **Play Notes**

There are two threads to this adventure. There is the actual plot, which involves a wakening Dark Side spirit that must be stopped or reported. There is also the fusion of Imperial and Rebel forces to accomplish this. The intra-party roleplaying should be just as important as the plot, so don't rush the players if they get involved in this aspect of the game. The plot will wait for their convenience (to some extent), even if the time slot for the game does not.

We're playing fast and loose with timing in this adventure. Thus, we don't worry about how long it takes for something to happen; things happen at dramatically appropriate moments unless the heroes really delay a lot.

## **The Bad Guys**

Dark Side spirits are described in the *Dark Side Sourcebook*. Examples of these in *Star Wars* literature include Exar Kun. They are very dangerous unless you have the right Force powers to defeat them. The player characters in this adventure don't have those powers. However, a Dark Side spirit is not powerful in the physical world. It is limited to Force powers that affect the mind. Be aware of this and challenge the heroes with this foe without overwhelming them. For dramatic purposes, they should at least escape the Dark Side spirit to report on it (should they defeat the Emperor's Hand that they must face after the encounter with the Dark Side spirit).

## **The Heroes**

The player character group consists of four Rebels and two Imperials. The Imperials crashed on the planet a month or more ago. The Imperial heroes have a ship with no functioning engines or communications, and have been doing the best they can. The Imperial heroes are:

1. Vor Harkass, an Imperial scout (Force-sensitive)
2. Arran Flekk, a tactical officer/soldier

They get some information about the planet and what lives here. They do not know about the Sith base, and have not been very far across the surface of the planet anyway. They have only one functioning scout bike (well, it worked until recently), and two others that need extensive repairs.

The Rebel PC group consists of four survivors of an Imperial attack that crashes here at the beginning of the adventure. They are:

3. Gorbacca, a Wookiee tech wizard
4. Vylanther Merric, a noble turned surveyor for the Alliance
5. Kandar Vallan, a pilot and astrogator, and former smuggler
6. Talva Ko'lib, a Bothan Force Adept

They get almost no information about the planet, as they just arrived to survey it for possible Alliance use as a base.

## **Altering for Fewer Players**

If you have five players, leave out the character of Vylanther Merric, as the group has two scouts and it is important to keep both Imperial heroes.

If you have only four players, leave out the characters of Vylanther Merric and either Kandar Vallan or Gorbacca. The authors' preference is that you leave out Kandar Vallan, as the tech specialist will be very useful in much of the adventure.

If you leave out any of these heroes, play them as Gamemaster characters during the first scene (the ship battle) and have them die in the crash. Alternately, you could have them live and perform healing or repair work while others rest, to help the healing along. Gamemaster characters will not accompany the heroes to the Sith base.

## **Adventure Background**

More than a thousand years ago, as the battle between the Sith Empire and Republic was turning in favor of the Republic, some few Sith lords went into hiding. One of these was a near-Human

named Quorlac Fornayh. He had been working on creating a race of Sith mutants, called coloi, that he could use to grasp the throne of the Sith Empire. But when he saw the tides of war turning against his people, he retreated to his secret base on Yorgraxx to build his forces and bide his time. It took him nearly 100 years, but he perfected his coloi template creature just before he died. Unfortunately, he did not have time to clone more rancors to mutate into coloi, so only the one creation survives. Upon his death, he shut the creature in a stasis unit. He knew that he could exist in the Force beyond death and planned to create a new cloned body in due time and return to the land of the living.

He programmed his base's sensors to activate four large labor droids if any ships landed on the planet. The four droids were programmed to reactivate the rest of the complex. Then he waited.

## **Adventure Summary**

**Opening Cutaway:** A disturbance in the Force is detected in the Sith lord's base when an Imperial ship crash-lands on the planet. Four droids turn on and begin activating a power generator. Lights begin to come on and equipment powers up as a dark spirit watches.

**Opening Gambit:** The Rebel heroes find themselves under attack by Imperial ships near the planet Yorgraxx. They have a modified transport craft, and the attackers have three *Guardian*-class Light Cruisers. During the initial boxed text, the heroes' ship is disabled such that it cannot escape the system. One of the crew on the PC ship is killed. Then the scene moves to ship combat, wherein the heroes' ship is forced down to the planet. They can make it appear that they crashed, which prevents Imperials from sending a patrol looking for them. During this scene, the two players of Imperials get to play Imperial forces trying to shoot down the Rebel heroes.

During the descent, the Force Adept senses two tremors in the Force: the Sith base and the Imperial Force-sensitive PC.

**Cutaway Two:** The facility powers up, and lights shine down on row after row of stasis units, each large enough to hold a huge being. Lights indicate that the units are powering up.

The Emperor, sitting on Coruscant, senses the awakening of the Sith mutants and the activity of the Dark Side spirit. He orders one of his Hands to

investigate. The Hand leaves Coruscant in a small ship.

The cutaway ends when both Force-sensitive heroes sense a strong disturbance in the Force, as if something was just turned on.

**Scene Two:** The Rebel heroes assess their ship's condition. Meanwhile, the Imperial heroes learn of the landing and decide what to do about it. Eventually the heroes meet and decide what to do next.

**Repairing Ships and Vehicles:** Information is presented in this section about the ships and vehicles available to the heroes, and what it takes to repair them.

**Scene Three:** The heroes are making their way across the mountainscape when they spot a probe droid flying overhead. They must decide how to deal with this situation.

**Scene Four:** The heroes enter the tunnel that leads to the Sith base after disabling the lock. They encounter two Sith sentry droids and have to fight their way through.

**Cutaway Three:** The Hand lands on the planet and begins a surface trek towards the Sith site using a ground transport.

**Scene Five:** The heroes reach the highest chamber of the Sith lord's base. There, they must determine the nature of the danger here, and fight the Sith spirit and the mutant coloi creature that has been released from stasis. Their best course of action is to escape with knowledge and report to their superiors about what is down here.

**Scene Six:** The heroes emerge from the Sith base and encounter the Emperor's Hand, who they have to fight or flee from.

**(Optional) Cutaway Four:** If the Hand dies, the Emperor feels it. He ponders his next move, giving the Rebels some time to make a move of their own.

**Conclusion:** The heroes leave planet and determine where to go and what to do next. Hopefully, the Imperial heroes have a lot to think about and may join the Alliance.

## The Planet Yorgraxx

Yorgraxx is a planet in the Outer Rim, in what will eventually become the Imperial Remnant. In case you're interested, Yorgraxx is in that extension of the Imperial Remnant below Yaga Minor, as shown on the map on page 208-209 of the *Star Wars Revised Core Rulebook*.

Yorgraxx is covered with vast mountain ranges such as the Sierra Nevadas and the Rocky Mountains. Valleys between the

### Yorgraxx

Type: Terrestrial  
Climate: High Temperate and Sub-Arctic Mountains  
Length of Day: 31 hours  
Length of Year: 402 days

mountain ranges provide places for lakes, small forests, and plains, but the resident life forms live either in the waters or the mountains. The higher elevations are always covered in snow and ice. The average climate is sub-arctic in general, requiring cold weather gear.

The planet is populated by a number of animals, and archaeologists would find the remains of sentient civilization with enough searching. When Quorlac Fornayh took over the planet, he exterminated the indigenous peoples after using them as slave labor to build his base.

The Sith lord's base is deep underground in a high mountain range. It is accessible through a tunnel.

Feel free to have the heroes glimpse non-threatening animals during their travels through the mountains, for added color, if you want.

## Opening Cutaway and Introduction

Hand out the player hero sheets to all players, and have them prepare. Take the players of the Imperial heroes aside and explain that their characters are not present in the opening scene, but that they should not reveal that their heroes serve the Empire until later.

Present this to the players to begin the game in *Star Wars* style.

*A long time ago, in a galaxy far, far away ....*

*It's a dark time for the Rebel Alliance. The Death Star has been destroyed, but as a result the Imperial war machine has focused its attention even more forcefully on the struggling rebels. Base after base is discovered and destroyed, forcing the Alliance to seek new places of safety.*

*A small ship comes out of hyperspace high above a mountainous planet. The crew of Imperial scouts and soldiers begin checking the computers to determine the source of their mishap, and where they are.*

*"We've emerged somewhere in the Outer Rim, sir," reports the pilot. "We're getting a fix on our position now."*

*Suddenly, the collision sirens begin to sound, causing everyone to look at the sensor display. A huge asteroid hurtles toward the small vessel. Many times the ship's size, it will crush the Imperial shuttle without even slowing down.*

*The pilot reaches for the controls, but he's too late. As he gives power to the sublight engines, the asteroid crashes into the ship. The sound of wrenching metal fills the ears of the crew as they are tossed around the cabin. The ship is sent away from the asteroid and toward the planet, and as the crew frantically tries to repair damage the ship plummets through the atmosphere...*

*Deep within a cave on the planet surface, an orb begins to pulse. The pulses grow in brightness, and reveal a row of droid bays, each occupied by a medium or large droid that looks vaguely human and very old. Lights activate on four of these bays, and after a few moments the four large droids activate and move out into the chamber. The droids turn and walk toward an archway that leads into darkness.*

*Somewhere in the darkness, something smiles.*

And now, continue into the **Opening Gambit**.

## Opening Gambit: Space Battle and Crash

The Rebel heroes find themselves under attack by Imperial ships near the planet Yorgraxx. They have a modified transport craft, and the attackers have three *Guardian*-class light cruisers. During the initial boxed text, the heroes' ship is disabled such that it cannot escape the system. A ship-to-ship combat follows, wherein the heroes' ship is forced down to the planet. During this scene, the two players of Imperials get to play Imperial forces trying to shoot down the heroes.

During the crash, the Force Adept senses two tremors in the Force: the Sith base and the Imperial Force-sensitive PC.

*The view pans back up from the planet surface, and another ship, a small freighter, comes out of hyperspace, streaking toward the planet surface and right into a trio of Guardian-class light cruisers.*

*"What are they doing here?" says a Bothan in surprise. "This place is supposed to be uninhabited."*

*A light on the pilot's display goes on, and with the flick of a switch the cockpit is filled with an authoritative voice.*

*"... you to surrender in the name of the Emperor, and prepare to be docked to this craft."*

*"I don't know why they're here, Talva," replies the human pilot, "but I've got a bad feeling about this place already. I'm getting us out of here." The Rebel craft begins a banking turn, but then laser blasts slam into the small ship, sending a Wookiee sprawling and a Rodian crashing into a computer panel. The Wookiee gets up, but the Rodian doesn't. An explosion rips through the hallway, scorching the Wookiee and sending him stumbling toward the cockpit. A second blast hits the ship, and then the pilot threads between two of the light cruisers. The third closes in.*

*"Gorbacca!" shouts the pilot. "The hyperdrive's out!" Can you do anything?"*

*"Rowrrrorr gorraarree," comes the response from just outside the cockpit.*

*"Now what do we do?" asks another human as he pushes past the Wookiee.*

At this point, give the ship stats for the *Griffon's Wings* to the players of the Rebel heroes. Give the stats for the light cruisers to the players of the Imperial heroes and tell them that since their characters are already on the surface, they get to play the enemy ships in this scene. Ship stats are presented in **Appendix 2**.

The blasts that hit have completely disabled the Rebel ship's hyperdrive. It will take a day to repair, and some parts they don't have on board. The backup hyperdrive is missing some crucial parts as well; the Wookiee Gorbacca used them to repair the main hyperdrive last time, and neglected to get replacements. So, they cannot leave the system.

The Imperial ships are powerful enough to cause the Rebel ship to crash on the planet, which

is the desired result. The Imperials are here looking for the scout ship that was lost in the Opening Cutaway, the one on the surface that cannot communicate with them. The Imperials have not gotten to searching the planet, as they are not equipped to do that. Once the scene is over, they will return to base and a ship with scout walkers will be dispatched. It should take four days for that ship to arrive, and hopefully the adventure will be over by then.

The Rebel heroes came here to survey the planet as a possible Alliance base, as it is listed as uninhabited and of little interest in the Imperial database.

The Rodian on the Rebel ship, Jeeval, is dead. He is bleeding profusely from a huge wound in his head.

Ship to ship combat is the order of the day, as the Imperials are not interested in talking. Considering their mission, they'd rather capture prisoners from a disabled ship than spend time being lied to.

In this combat, ignore the usual chart of damage to ship systems for the Rebel ship. Damage engines, communications, and computers. Focus on engines. The heroes have to crash for the adventure to continue.

When the Rebels finally crash, present this.

***Your ship falls out of the sky and reaches the ground all too soon. You hear the bending of metal and some explosions as you are thrown against the bulkheads. Then darkness overwhelms you, and you slump into unconsciousness.***

## Troubleshooting

The heroes could actually win this battle, though it is very unlikely. They could also somehow escape. Should this happen, continue the adventure with the Imperial heroes in the next cutaway and scene. I am sure you can find some ingenious way to get the Rebel heroes to the surface (and pick up the adventure in Scene Two).

## Cutaway 2: Danger Grows

Once the Rebels crash on the surface, present this.

***The four droids busy themselves at consoles that glow with frantic activity. As they work, more and more lights come up throughout this large cavern, and more lights flare to life in the passages beyond.***

***A dark shadowy shape turns from watching the four creatures and almost glides down a lit tunnel to a huge chamber. Below this lies an even larger chamber, lined with row after row of large stasis units. The lights on the control panels of the stasis chambers show that they are powering up. Within the closest one, a monstrous figure can be seen starting to breathe again. The dark presence seems pleased.***

***Far away, on a planet that is covered entirely in cityscape, the Imperial palace stands like a jewel. This is Coruscant, the bright center of a dark empire. Within personal chambers, a hunched form in a dark robe pauses in discussions with several advisors. He looks spaceward for a moment, and then dismisses the advisors with but a gesture. Touching a panel on his desk, he summons a Human man to his presence.***

***In a gravely voice, the Emperor says, "I feel a presence in the Force, as if something very old has awakened. Gollin, you will take a shuttle to this planet." He points to a star display on a computer screen. "There, you will find whatever is the source of this disturbance and you will bring it to me."***

***"At once, my lord," replies the man, who then turns and departs.***

***Looking toward the sky again, the Emperor mutters, "Very interesting," before turning toward his desk and using the comlink to summon his advisors.***

The following should be presented to the Bothan hero.

***As your ship plummets toward the surface of this planet, Yorgraxx, you feel a presence, a dark and dangerous presence, far away in space. You feel a similar darkness much closer, perhaps even on this planet. And, you feel that minor presence as well; it is much closer than either of the others. Then your mind gives up its grip on consciousness as the wrenching of the crash overtakes your body.***

Present this to the Imperial scout hero.

***Far in the distance you see a ship plummet from space toward the ground, just as yours did a month ago. At the same time, you feel a dark presence somewhere close by, probably on this planet. You don't know how far away,***

*just that it is close. You also sense a light presence in the ship that is falling. Then the ship disappears behind some mountains. It is probably 50 or more kilometers away.*

## Scene 2: Assessing the Wreckage

The Rebel heroes assess their ship's condition. Meanwhile, the Imperial heroes learn of the landing and decide what to do about it. Eventually the heroes meet. Then they must decide what to do next.

Start this scene with the Imperial heroes. They see the Rebel ship crash when they are at their own ship, which they have been using as a base. Find out what they want to do, and how they want to go about it.

It is 54 km to the crash site of the Rebel ship, and by walking they can cover 0.5 km per hour in the mountains. That's a total of 11 hours to reach the crash site by walking.

However, they have a speeder bike. It is broken, but not beyond repair. When scouting a couple days ago, they burned out the jury-rigged power couplers, and have not really gotten to fixing it. They can fix the bike in seven hours, but it will only go half speed at that point (see stats in **Appendix 2**). Further, that uses up all the remaining spare parts from their other two non-functional speeder bikes, making them impossible to repair.

Using the speeder bike, the Imperial heroes can cover the 54 km to the crash site in about 22 minutes. Adding in the seven hours of repair time, this is still only 7 1/2 hours, far less than the 11 hours' walking time.

Thus, the Imperial heroes could be at the crash site well before the Rebel heroes awaken, and could have done all sorts of things. You'll have to modify things based on hero actions in this scene.

If the Imperial heroes don't arrive at the crash site sooner, the Rebel heroes awaken nine hours after the crash. They have recovered all their vitality points, but each has lost 9 wound points due to the violence of the crash. Present the following in this case. Modify as needed.

***You open your eyes to see a tangle of wreckage above you. Then your body explodes in pain. A minute later, the ship comes into better focus, and you see that it's not as bad***

***as you first thought. The pain is, but the ship isn't. The Griffon's Wings seems intact. You don't know what kind of damage it may have sustained, but you do know what kind of damage you have sustained. You ache from head to toe, and might have broken limbs. You see some of your companions lying nearby, also groaning with their returns to consciousness.***

Terribly injured, the Rebel heroes awaken to find their ship an apparent wreck and their situation dire. The Imperial heroes may also be here.

Basically, at this point the Rebel heroes assess their health and the wholeness of their ship (see the next section), and decide what to do. They can repair the ships, use medpacks, or whatever. They don't know about the Imperial heroes unless and until the Imperials come here. They cannot move or engage in strenuous activity until they recover at least 4 wound points, representing broken bones and serious internal injuries.

Now on the surface, the Bothan hero Talva can use Farseeing (DC 15) to determine the direction toward the dark presence that he detected on the way down (the Sith base). He cannot detect the presence of the Imperial hero at this range, but can do so using See Force once the hero groups meet.

The meeting may take up considerable time in roleplaying activities. It may not. No specific text is provided, since lots of different things can happen. Just wing it, so to speak, keeping in mind the information presented in the text of this adventure.

The Rebel heroes have only the equipment listed on their character sheets, plus what is listed for the ship.

### Troubleshooting

The Imperial heroes may not decide to investigate the crash until much later, so keep track of the timing and where the heroes are. The adventure kind of expects them to meet within 11 hours of the crash, but they certainly don't have to.

If the Imperial heroes never seek out the crash site, then have the Rebel heroes' path to the Sith base pass close enough to the Imperial camp that the two groups meet.

### The Imperial Camp

Here is a description of the Imperial camp that you can use when the heroes go there.

***In the center of a clearing stands the wreck of a Corellian YT-2400 transport. It is tilted partly on its side, propped up by a mound of dirt that it must have dug up when it crashed. Holes in the hull and torn metal plating bear witness to the fact that this ship will never fly again. To the right, one can see where the ship scraped the ground before coming to rest.***

***Near the ground, a tilted hatchway stands closed, and a small device of some kind stands about 10 meters from the hatchway. A single blaster cannon pans toward your position.***

The *Predator's Beak* is a YT-2400 transport purchased by the Empire for its scout services. A small number of these are in service in an experimental program to see if they can replace the more standard scout vessels (which are more expensive). It is tilted at a 30-degree (or so) angle, as its nose plowed into the ground when it crashed. Its power systems are dead, but the Imperial heroes have rigged a makeshift solar battery to run heating, sensors (using remote sensors from a field sensor kit), the computer, and one blaster cannon turret (the rest are horribly broken and bent).

The blaster cannon is programmed to track on anything that the sensor unit detects, and fire on anything that approaches within 10 meters of the sensor unit or hatchway without transmitting an Imperial code.

**Blaster Cannon Trap:** Fire Arc turret; Attack +10 ranged (4d8/19-20); 35 shots remaining; Range Increments PB/S +0, M/L n/a.

The Imperial heroes can deactivate this cannon, as the scout is the one who programmed it.

The wreck contains basic equipment for survival and scouting, as listed on the Imperial heroes' character sheets (plus one month's worth of consumables).

## Repairing Ships and Vehicles

Because this material does not properly belong to any scene, the information about the state of the ships and vehicles, and what it takes to repair them, is presented here. Repair actions could take place at any point during the adventure.

Because most of these repairs take time, the Repair check DCs are not given (the heroes can take 20 on the checks). Should a situation arise in which the check DCs need to be known, use a base DC of 25 for all ship system repairs, and 20

for all vehicle and computer repairs. Repairing the sublight engines on the Rebel ship has a base DC of 30 because of the creativity that will be required to get the right parts (see below).

The *Griffon's Wings*, the Rebel ship, is in pretty bad shape but is still spaceworthy. Its main problem is that its hyperdrive is out, and its backup hyperdrive has no parts. Here is a rundown on systems and repair options:

Hyderdrives: They need parts, and a full day for the repair. The Imperial scout ship, *Predator's Beak* has the necessary parts.

Sublight Engines: Damaged, but repairable with the parts available from the damaged landspeeder. The Imperial ship's sublight engine is a big mass of twisted metal; no functional parts can be recovered. The repair time is six hours.

Weapons: Bent and twisted in the crash. The ship needs new weapons.

Computer: Functional.

Communications: The dish was snapped off in the crash, but reconnecting it is a simple repair that takes about an hour.

The *Predator's Beak*, the Imperial ship, is no longer spaceworthy. That is why the Imperial heroes are still here. However, parts from this ship will make repairs on the *Griffon's Wings* possible. The computer works, as does one blaster cannon. The power generating system doesn't work, but makeshift batteries provide minimal power.

The Rebels have two landspeeders, both of which were secured in harnesses when their ship crashed. One was jarred loose and damaged, and the other is completely functional. The damaged one can provide parts for the repairs to the sublight engine, though some creative use of parts will be required. The damaged one could also be repaired in two hours, but without parts from it the *Griffon's Wings'* sublight engines cannot be repaired.

The Imperials had three scout bikes, but have been keeping one working with parts from the other two. The functional bike lost its power couplings recently (as stated above), but might be repaired again. The other two bikes are very low on recoverable parts now, so if the functional bike goes out it cannot be repaired again.

Stats for these vehicles are presented in **Appendix 2**.

## Repairing the Heroes

Though not technically related, this seems a good place to include options for healing the Rebel heroes. They each begin down 9 wounds points,



which means three of them only have 1 wound point remaining. The Imperial heroes are at full strength.

The Rebel heroes will likely want to heal a bit before exploring anything, and possibly before any repair work begins. Here are some options they have.

1. Medpacs—they have 9 medpacs, but each can only be used on a hero once in a 24-hour period. For the purposes of this adventure, medpacs heal 2 wound points each time they are used. Thus, all four Rebel heroes can gain 2 wound points each in a relatively short amount of time.

2. Heal Self—The Bothan Talva can heal himself using the Force. By taking 10, he can succeed at restoring 1d4+1 wound points to himself. He cannot heal anyone else, as he does not have the Alter feat.

3. Rest—Using Treat Injury, the heroes can recover 2 wound points each (and the Wookiee Gorbacca can recover 4) by resting for 12 hours. After that, they must rest a full standard day (24 hours) to recover more wound points.

Thus, by resting for 12 hours and using medpacs and the Force, they can arrive at the following wound point totals:

- Gorbacca: 7 (of 10)
- Kandar: 8 (of 13)
- Vylanthar: 5 (of 10)
- Talva: 6-10 (of 10)

### Scene 3: Sith Probe

The adventure continues when the heroes decide to investigate the dark presence in the Force that two of them have sensed. When that happens, present this scene.

The heroes are making their way across the mountainscape when they spot a probe droid flying overhead, apparently looking for them. They must decide how to deal with this situation.

The heroes also find out about the strange ysalamiri-like creatures that block out the Force.

Note: If the heroes don't want to investigate, but just want to repair their ships and get off the planet, then you can encourage them by moving this encounter to wherever they are working. After all, the probe would eventually find them.

This description assumes that the heroes are traveling by speeder (or foot) through the mountains in the direction of the Sith underground

base. The distance from the crash site to the base is 200 km, which they can reach in about an hour using the vehicles that they can repair (or a couple of days by foot).

First, have everyone make Spot checks against the Hide check of the probe droid (stats presented in **Appendix 2**). Anyone who spots it gets an early glimpse of a small, black sphere flying through the air. Eventually, though, it reveals itself a little more clearly to get a better scan of the heroes.

Present the following.

***The mountains are steep, and the passes difficult to find, but you have been traveling for close to half an hour and feel like you are finally making progress toward wherever you are going. You hope so, anyway.***

***As you make a turn and begin to climb yet another slope, you catch a flash of something in your peripheral vision, something small and black and cylindrical. Something definitely technological, not natural.***

The probe makes one more pass over them 30 seconds later, so find out what they do after the above and then present this.

A small black sphere flies around some trees and slows as it passes over you. Then it zips away in the direction that you are traveling.

The heroes could try to shoot it down, of course.

The probe transmits its findings to the Sith base as soon as it passes over the heroes, so unless they knock it out of the sky while it flies over the spirit of Quorlac Fornayh knows of their presence, and what vehicles they have. He is also aware of how they are armed, as the probe droid can scan for energy weapons.

If they disable it such that it cannot fly, it will activate its self-destruct circuitry to prevent itself falling into enemy hands. It deals 4d6+1 damage to its wound points, and 2d6 collateral damage to anyone within 2 meters (1 square).

Once the probe disappears, or is dealt with, you can move to the next scene. If you had to bring the probe to their ship, then hopefully they'll get curious and see where it was going.

## Scene 4: Sentries on the Path to Darkness

The heroes enter the tunnel that leads to the Sith base after disabling the lock. They encounter two Sith sentry droids and have to fight their way through.

Because the droid was able to get off a transmission before possibly being destroyed, Fornayh is aware of their approach. Unfortunately for him, he cannot do anything about it until his creatures awaken, so he must rely on the security droids that he programmed ages ago. Two of them are stationed in the tunnel to the surface behind partial cover.

Present this to the players after Scene Three.

***Your travels seem to be at an end, possibly. You have arrived in a clearing in the mountains, on a plateau about 30 meters across. On the far side, you see a mound of dirt piled before what looks to be an ancient blast door set into the mountainside. The door, if that is what it is, stands closed before you. A quiet pervades the area, and the vegetation has pulled back from the plateau as if fearing the evil that may lurk below.***

Indeed, it is a blast door. It is computer-controlled, and locked. A panel can be accessed on the right side about chest height on the door itself. From the panel, heroes can trigger the door mechanism by making a successful Computer Use check DC 25 (average security).

Once they get it open, continue with the following.

***With a loud whoosh the blast door slides into the side of the hill, revealing a dark tunnel within. The tunnel slopes downward at about a 5% angle into the darkness.***

At this point have all the heroes make Listen checks. Anyone succeeding at DC 19 hears the sound of metal on metal from within the tunnel, as the sentry droids shift slightly to get a good firing angle.

The passage is about 10 meters wide and goes down about 70 meters to the base. However, two Sith sentry droids (stats in **Appendix 2**) are standing behind blast plates welded to the metal wall of the tunnel. The plates are 2 meters wide (one square), and provide 75% cover to the droids (+7 to defense). There is a six-meter opening between them for passage.

The droids recognize the heroes as intruders immediately, since no aliens other than the creatures in the stasis chambers are supposed to be here. They open fire immediately.

Once the droids are destroyed, the heroes can proceed down the passageway to the base. Continue with Cutaway Three, followed by Scene Five.

## Cutaway 3: Danger Approaches

Jallar Golin lands on the planet about 25 km from the entrance to the tunnel, which is about five minutes' travel by speeder bike. His ship is not in the natural path the heroes would take to reach the Sith base, so later they may have to go looking for it.

Present the following at the appropriate time in the adventure.

***In a forested spot in a small valley, a Lambda-class Imperial shuttle descends slowly, its thrusters blowing the natural debris away and clearing a place for the vessel. Its wings fold back into landing configuration in perfect timing as the ship settles to the ground. The entrance ramp extends, and a familiar figure dressed in black walks to the valley floor. Jallar Golin, the Emperor's Hand, surveys the scene before returning to his ship. In the cockpit, he consults a map display and a sensor readout, and fills in details of the surrounding area. This takes some time, and this man is very painstaking in his work.***

***When he feels finished, he walks back to the cargo hold. Moments later he exits the shuttle riding a scout bike, and heads off toward the east.***

He should arrive at the Sith base entrance just when the heroes are leaving the base (Scene Six). If the heroes have gone to the base in the time they have before his arrival, then make sure that he meets them just as they exit.

## Scene 5: Facing the Darkness

The heroes reach the highest chamber of the Sith lord's base. There, they must determine the nature of the danger here, and fight the Sith spirit and the mutant coloi creature that has been released from

stasis. Their best course of action is to escape with knowledge and report to their superiors about what is down here.

Present this to start the scene.

***Twenty meters beyond the sentry droid positions you begin to see dim lights ahead, and after another twenty meters the tunnel ends in a vast cavern. The cavern walls have been lined with metal, and you can see various computer terminals or apparatuses installed around the perimeter. Nine of them have droids of some kind working at them, and three large and vaguely human labor droids move around this chamber carrying crates or devices.***

***Passageways lead off toward other chambers between them. Light units along the walls fully illuminate the chamber except for the ceiling, which is cloaked in darkness.***

***The center of the room seems to be open to another area below. Bridges cross this hole, and meet in the center where another apparatus is blinking with activity.***

The droids are rebuilding the full capabilities of the cloning tank control systems, which were dismantled just before the end of Fornayh's life. None of these droids attack the heroes, but they won't retreat either. They have programming to carry out, and pretty much ignore the heroes. Use standard sample droids from the *Star Wars Revised Core Rulebook* if needed.

If a Force-using hero uses See Force in this room, he or she detects a disturbance in the darkness near the ceiling (where Fornayh is watching the heroes).

***As you take all this in, you hear the sound of metallic footsteps and see eight more of the same sentry droids emerge from a passageway to your left, bringing blaster rifles to bear.***

These droids are illusions, created by Fornayh to attract the heroes' attention so that the coloi can attack with surprise. Use the stats for the sentry droids in **Appendix 2** with the following modifications.

- Since the droids are illusions, they cannot deal wound damage. However, they can deal vitality damage (vitality points are a measure of your energy level for dodging things that would cause wound points) since the heroes don't know they don't have to dodge.

- Fornayh has the illusions react as if hit should the heroes hit them in battle. They are never destroyed, but severely damaged. The effect should be that they have an impossible number of wound points. Once the coloi attacks, he forgets to have the illusions take damage, so they appear to have high DR. This should be a clue that they are not real, but the heroes might not come to that conclusion.
- The minimum Will save DC against the illusions is 20, and Will saves cannot be attempted unless a hero interacts with the illusion in a significant way (getting shot at is not interacting in significant way for this purpose). If the Will save is successful, the hero still sees the illusion, but knows it is not real.
- The illusions cost Fornayh 5 VP per round to maintain. He cannot use other Force powers while maintaining illusions. Thus, if he wants to use Affect Mind on a hero, he has to drop the illusion. He would do so once the coloi is in combat with the heroes for a few rounds.
- Any heroes who run out of VP do not take WP if an illusion hits with an attack. At that point, the illusions seem to miss every shot, but just barely. Fudge die rolls or whatever to make sure this is believable to the players.

The truly horrifying creature in this encounter, the coloi (see **Appendix 1**), attacks three rounds after the illusions engage the heroes. It is in the lower chamber and flies up to attack. Its tactics are noted in the appendix.

Two rounds after the coloi attacks, the sentry droids disappear (Fornayh discontinues the illusion) and Fornayh starts using other Force powers that he can use to impede the heroes during the fight. If the coloi is close to death he tries to possess a weak-minded hero, but otherwise does not try his possession power on the heroes.

## **Searching the Place**

Once the foes are dealt with, the heroes can search the area. Fornayh watches them and tries Affect Mind stunts on them to mislead them as to what is really there, but does not otherwise interfere. The worker droids do not interfere unless the heroes interfere with their tasks. Worker droids are not equipped for combat.

The computers here contain records of the alchemy attempts that created the coloi, along with schematics of the base and some geological and

climatic surveys of the planet. The heroes can access this information with successful Computer Use checks at the following DCs:

- Planetary data: DC 20 (restricted)
- Coloi experiments: DC 25 (protected)
- Cloning information and programs: DC 25 (protected)
- Base Schematics: DC 15

Feel free to add anything reasonable that has been left out, but Fornayh did not keep any journals, and there is no Sith holocron or other storehouse of Sith lore here.

### **The Lower Chamber**

If the heroes look down the hole, present this.

***Looking down, you see an even larger chamber below you. It contains rows of stasis units arranged in tiers. Each unit is large enough to hold a rancor, or something even bigger. One is open, and the rest seem to be ready to release whatever creatures they hold at any moment if the lights on the control panels are a true indication of the units' status.***

This chamber is 100 meters below the upper one. All of the stasis units are empty, but the regenerative cycle still runs on them because of the one creature that did need to be released.

A passage leads from this chamber to the cloning tank chamber. That chamber contains about 200 huge cloning cylinders. It is unlikely that the heroes can identify them, and they are not powered on. If the heroes could connect power to this part of the facility (Repair DC 25), they could access the local computers and determine what these do on a successful Knowledge (Technology) check DC 20.

## **Scene Six: Hand of the Enemy**

The heroes emerge from the Sith base and encounter Jallar Golin, the Emperor's Hand, who they have to fight or flee from.

Present the following as the heroes exit the base.

***You return wearily to the light of the world outside, and pause to consider what to do next. Then the whine of a speeder bike fills your ears and a man rides toward you and***

***stops. Dressed all in black, he appears menacing and exudes an air of authority. Looking toward you, he barks, "Report, Lieutenant."***

Golin recognizes the Imperial heroes as Imperials unless they made efforts to disguise themselves, and he addresses himself to them first. Clearly, they are in command and have prisoners.

It is now up to the heroes to talk (or fight) their way out of this situation. Keep in mind that Golin is paranoid and does not believe anyone without proof.

**Tactics:** If a fight breaks out, Golin uses his speeder to gain some distance on the heroes, and then use his blasters. He also uses his Force skills unless he runs too low on vitality. He is likely to use his Hatred feat on anyone who gets within range, especially if he is losing. If things go really badly, he retreats, follows the heroes, and strikes again when their guard is down.

His stats are presented in **Appendix 1**.

## **Cutaway 4: Next Moves in the Game**

If the Hand dies, the Emperor feels it. He ponders his next move, giving the Rebels some time to make a move of their own.

Present the following after Scene Six, but only if the heroes kill Jallar Golin.

***Back on Coruscant, the Emperor pauses in the middle of a sentence and looks blankly as he feels the connection with his Hand cut. Gesturing to the two Grand Moffs before him, he dismisses them and turns to stare into space in the direction of Yorgraxx. "It is more powerful than I thought," he muses, "and therefore it must be dealt with somehow." He turns to his desk and waves his hand over a console. Communications are opened via the holonet, and a small image of a man in black armor and a black helmet appears. "Vader, the Rebels can wait. I have need of you for another task ..."***

## **Conclusion**

The heroes leave planet and determine where to go and what to do next. Hopefully, the Imperial heroes have a lot to think about and may join the Alliance.

The heroes could be leaving the planet under a great many different conditions, so very little text is provided. Find out what they want to do, and where they want to go, and adjudicate as best as you can.

Once they make the jump to hyperspace, the adventure ends.

### **Imperial Entanglements**

Should the Rebel heroes be on the planet four days after they crash, they witness an Imperial landing party. Three scout walkers emerge from a landing ship and begin searching the area for wreckage (of the lost Imperial ship). The landing craft does not stay on the surface. The Imperials find both wreck sites within a day, and the Rebel heroes are eventually captured (unless they decide to fight to the death).

To escape this situation requires a really good plan and the complete cooperation of the Imperial heroes (who would report them if not helping them). Bluff checks near DC 30 should come up at least once.

**The End**

# Appendix 1: Gamemaster Character and Creature Stats

## The Dark Side Spirit

**Quorlac Fornayh:** Male Sith (near-Human), (Dark) Jedi Guardian 6/Sith Lord 5; Init +1; Defense 20 ; Spd 10 m; VP/WP 82/13; Base Atk +11; Grp +11; Atk (none unless occupying a body); SA Deflect (attack -4), increased lightsaber damage 5d8; SQ Deflect (defense +1), deflect (extend attack and defense), dark side template, dark spirit traits; SV Fort +9; Ref +10, Will +10; SZ M; FP 4; DSP 20; Rep +11; Str —, Dex 13, Con —, Int 15, Wis 16, Cha 17. Challenge Code F.

**Equipment:** Lightsaber in storage compartment in central control, second lightsaber in his quarters

**Languages:** Read/Write and Speak Sith, Read/Write and Speak Basic

**Skills:** Craft (lightsaber) +4 , Hide +9 , Intimidate +9 , Knowledge (Sith lore) +10 , Listen +11 , Search +10 , Spot +11 , Tumble +10

**Force Skills:** Affect Mind +10 , Alchemy +18 , Battlemind +13 , Control Mind +13 , Enhance Ability +6 , Force Defense +6 , Force Grip +18 , Force Strike +9 , Heal Self +7 , Illusion +14 , Move Object +6

**Feats:** Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Heroic Surge, Weapon Group Proficiencies (blaster pistols, simple weapons)

**Force Feats:** Alter, Control, Drain Energy, Force Mind, Lightsaber Defense, Mettle, Mind Trick, Rage, Sense, Sith Sorcery

**Dark Spirit Traits:** Can pass through solid objects; immune to physical attacks (any attack that relies on Defense fails against a dark spirit); immune to anything requiring a Fort save; always fails Con checks; limited power usage (see below); manifest (become able to be seen and heard) at will; possession; force travel (won't be used during this adventure).

**Limited Powers:** Fornayh is somewhat limited in the Force powers he can use while a spirit. He cannot use any powers that are modified by Con, or that have physical effects, or that require either himself or the opponent to make a Fort save. Thus, he can use ONLY the following powers while a spirit:

Skills:

Affect Mind  
Battlemind  
Control Mind  
Force Defense  
Illusion

Feats:

Control  
Mettle  
Mind Trick  
Sense  
Sith Sorcery

Force Mind (non-physical abilities only)

**Possession:** Fornayh can attempt to possess physical bodies at will as a full-round action. The target gets a Will save DC 8 to resist, and if the target succeeds Fornayh can never again attempt to possess it.

Should he succeed in possessing a hero, he gains the use of all his Force powers and will immediately use Move Object to call his lightsaber if one is in the room with him. The victim becomes a Dark Side spirit.

**Sith Sorcery [feat]:** Add a +3 competence bonus to attacks, saves, and dark side skill checks for one minute. Cost 4 VP. [From *Dark Side Sourcebook*.]

**Alchemy [skill]:** You can alter the genetic makeup of creatures using elaborate equipment. There are no game effects of this feat during the adventure. [From *Dark Side Sourcebook*.]

**Control Mind [skill]:** Add +2 Force bonus to attacks and skill checks of allies and minions (all the color). Cost 5 VP to initiate as a full-round action. Cost to maintain per minute depends on the number of creatures affected.

1-10:.....1	11-100..... 5
101-1,000.....10	1,001-10,000.. 15

[From *Dark Side Sourcebook*.]

## **The Emperor's Hand**

**Jallar Golin:** male Human, Scoundrel 4/Soldier 1/Emperor's Hand 3; Init +3; Defense 19 ; Spd 10 m; VP/WP 35/13; Base Atk +6; Grp +5; Atk +9 ranged (3d6+1, blaster pistol or 3d8/19-20, blaster rifle); Full Atk +9/+4 ranged (3d6+1, blaster pistol or 3d8/19-20, blaster rifle); SA Precise attack +1, target bonus +1, sneak attack +1d6; SQ Illicit barter, lucky 1/day, resource access, authority; SV Fort +5; Ref +10, Will +2; SZ M; FP 2; DSP 4; Rep +3; Str 9, Dex 16, Con 13, Int 14, Wis 10, Cha 12. Challenge Code D.

**Equipment:** Mastercraft +1 blaster pistol (78 shots), blaster rifle (48 shots), extra power pack, flight suit, field kit, recording rod, comlink

**Skills:** Astrogate +12 , Bluff +11 , Computer Use +7 , Gather Information +5 , Hide +10 , Intimidate +10 , Listen +2 , Move Silently +13 , Pilot +10 , Repair +6 , Sleight of Hand +7 , Spot +9 , Survival +4 , Tumble +10

**Force Skills:** Affect Mind +7 , Enhance Ability +7 , Force Strike +2 , Heal Self +1 , Move Object +8

**Feats:** Alertness, Force-Sensitive, Point Blank Shot, Skill Emphasis (Astrogate), Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons)

**Force Feats:** Alter, Control, Hatred

*Hatred:* Deal 2d6 damage to all within 10-m radius and impose -2 penalty to attacks, skill checks, and ability checks. Cost 4 VP and counts as attack action. Maintain as a move action at cost of 4 VP (doing 2d6 each round of maintenance). Reflex save DC 16 reduces damage by half but not penalties. [From *Dark Side Sourcebook*.]

Born in the wilds of the Outer Rim, Jallar made his way as best as he could for most of the early years of his life. Chance brought him to Coruscant, and chance (or the Force) brought him to the attention of the Emperor. After some training in the army, he was trained by the Emperor to be a Hand.

Jallar harbors a deep hatred toward most beings, a result of his upbringing. This hatred is encouraged by the Emperor, because while it does make him a little reckless it also strengthens his ties to the Dark Side of the Force.

Jallar is ruthless, arrogant, and above all capable. He persists at a task until he succeeds, and has an unbroken record of successes. He is perfectly willing to use force to accomplish his ends, but in a surgical manner; he does not

believe that broad application of force is effective in most circumstances that he faces.

Jallar is suspicious in general, and verifies everything told to him before reporting it as fact to anyone else. He is unlikely to fall for any fabrication, or even for the truth, if he has reason to suspect the being that is giving him the story.

He serves the Emperor out of devotion and fear.

## **Coloi**

Mutated Predator 5; Init -1 (Dex); Defense 20 (+13 natural, -1 Dex, -2 size); DR 5; Spd 20 m, fly 40 m (average); VP/WP 52/46; Atk +11 melee (2d6+8, 2 claws) or +11 melee (2d8+12, bite) or +2 ranged; SQ Low-light vision, fast healing 2, terrifying presence; SV Fort +10, Ref +3, Will -1; SZ H; Face/Reach 4 m by 4 m/4 m; Str 26; Dex 9, Con 23, Int 9, Wis 7, Cha 4. Challenge Code D.

**Skills:** Climb +15, Intimidate +5, Spot +3.

**Feats:** Flyby Attack, Power Attack (up to +5).

The coloi is a creature mutated from a rancor by Sith alchemy. The process for creating one is very involved, and takes a lot of time. All of the changes are genetic, though, and so the creatures should breed true if there were enough of them to breed.

First, the creature's intellect was raised. Then, it was modified with huge wings and lighter bones so that it could fly. Then, skin was replaced with dull black metallic plating that acts like body armor. It is now an even deadlier killing machine. Fornayh planned to teach his creations to use blaster weapons and vibro weapons, but died before he had the chance. However, his cloning setup has flash-teaching for these skills.

### **Tactics:**

The creature is smarter than a rancor, but still fights in much the same way. It uses claws and bite to deal terrible damage. Since it can fly it uses Flyby Attack when it can, trusting its armored skin and high Defense to protect it from blasters. If it thinks it can do so, it tries to snatch a hero and carry it into the air to tear it apart before dropping the hero down into the lower chamber (a fall of at least 120 meters onto hard stone).



## Appendix 2: Ships, Vehicles, and Droids

### **Griffon's Wings, Modified space transport**

Class: Space Transport  
Size: Small (28 m long)  
Hyperdrive: x2 (backup x12)  
Passengers: 6  
Cargo Capacity: 100 tons  
Consumables: 2 months  
Crew: (the heroes)  
Initiative: \_\_\_\_ (+1 size, +X Pilot's init bonus)  
Maneuver: \_\_\_\_ (+1 size, +X Pilot's skill bonus)  
Defense: 21 (+1 size, +10 armor)  
Shield Points: None  
Hull Points: 120 (DR 10)  
Maximum Speed in Space: Attack (8 squares/action)  
Atmospheric Speed: 800 km/h (13 squares/action)  
Weapon: Quad Laser Cannon  
    Fire Arc: Turret (top)  
    Attack Bonus: \_\_\_\_ (+1 size, +4 fire control, +X  
        gunner's base ranged attack bonus)  
    Damage: 6d10x2  
    Range Modifiers: PB/S +0, M/L n/a  
Weapon: Light Ion Cannons (2 fire-linked)  
    Fire Arc: Turret (bottom)  
    Attack Bonus: \_\_\_\_ (+1 size, +4 fire control, +X  
        gunner's base ranged attack bonus)  
    Damage: 4d10x2  
    Range Modifiers: PB/S +0, M/L n/a  
Additional Equipment: 6 medpacs, 2 field kits, repair  
tools

### **Guardian-class Light Cruiser #1**

Class: Space Transport  
Size: Small (42 m long)  
Hyperdrive: x1 (backup x10)  
Passengers: 6  
Cargo Capacity: 200 tons  
Consumables: 3 months  
Crew: 2, 8, or 16 (Skilled +4)  
Initiative: +5 (+1 size, +4 crew)  
Maneuver: +5 (+1 size, +4 crew)  
Defense: 21 (+1 size, +10 armor)  
Shield Points: 60 (DR 10)  
Hull Points: 150 (DR 10)  
Maximum Speed in Space: Attack (7 squares/action)  
Atmospheric Speed: 1,150 km/h (19 squares/action)  
Weapons: Laser Cannons (4):  
    Fire Arc: 2 front, 2 turret  
    Attack Bonus: +9  
    Damage: 5d10x2  
    Range Modifiers: PB/S +0, M/L n/a

### **Guardian-class Light Cruiser #2**

Class: Space Transport  
Size: Small (42 m long)  
Hyperdrive: x1 (backup x10)  
Passengers: 6  
Cargo Capacity: 200 tons  
Consumables: 3 months  
Crew: 2, 8, or 16 (Skilled +4)  
Initiative: +5 (+1 size, +4 crew)  
Maneuver: +5 (+1 size, +4 crew)  
Defense: 21 (+1 size, +10 armor)  
Shield Points: 60 (DR 10)  
Hull Points: 150 (DR 10)  
Maximum Speed in Space: Attack (7 squares/action)  
Atmospheric Speed: 1,150 km/h (19 squares/action)  
Weapons: Laser Cannons (4):  
    Fire Arc: 2 front, 2 turret  
    Attack Bonus: +9  
    Damage: 5d10x2  
    Range Modifiers: PB/S +0, M/L n/a

### **Guardian-class Light Cruiser #3**

Class: Space Transport  
Size: Small (42 m long)  
Hyperdrive: x1 (backup x10)  
Passengers: 6  
Cargo Capacity: 200 tons  
Consumables: 3 months  
Crew: 2, 8, or 16 (Skilled +4)  
Initiative: +5 (+1 size, +4 crew)  
Maneuver: +5 (+1 size, +4 crew)  
Defense: 21 (+1 size, +10 armor)  
Shield Points: 60 (DR 10)  
Hull Points: 150 (DR 10)  
Maximum Speed in Space: Attack (7 squares/action)  
Atmospheric Speed: 1,150 km/h (19 squares/action)  
Weapons: Laser Cannons (4):  
    Fire Arc: 2 front, 2 turret  
    Attack Bonus: +9  
    Damage: 5d10x2  
    Range Modifiers: PB/S +0, M/L n/a

## **Rebel Combat Landspeeder**

Naboo Security Forces Flash Speeder

Class: Speeder [Ground]

Size: Large (4.5 m long)

Passengers: 1

Cargo Capacity: 10 kg

Speed: 100 m

Max Velocity: 200 km/h

Crew: 1

Initiative: + \_\_\_\_ (-1 size, +X crew Init)

Maneuver: + \_\_\_\_ (-1 size, +X crew Pilot mod)

Defense: 12\* (-1 size, +3 armor)

Shield Points: 0

Hull Points: 18 (DR 5)

Weapon: Mounted Blaster Rifle

Fire Arc: Any

Attack Bonus: + \_\_\_\_ (-1 size, +X crew ranged attack)

Damage: 3d8/19-20

Range Increment: 20 m

\* Provides one-half cover to crew and passengers.

The landspeeder can carry two extra passengers, who have to perch precariously on the back section and receive no cover. With this extra weight, its speed is reduced by half.

## **Imperial Scout Bike**

Modified Ika-Adno 22-B Nightfalcon

Class: Speeder [Ground]

Size: Large (4.87 m long)

Passengers: 1

Cargo Capacity: 4 kg

Speed: 100 m

Max Velocity: 300 km/h

Crew: 1

Initiative: + \_\_\_\_ (-1 size, +X crew Init)

Maneuver: + \_\_\_\_ (-1 size, +X crew Pilot mod)

Defense: 11\* (-1 size, +3 armor)

Shield Points: 0

Hull Points: 16 (DR 5)

Weapon: Laser Cannon

Fire Arc: Front

Attack Bonus: + \_\_\_\_ (-1 size, +X crew ranged attack)

Damage: 4d8

Range Increment: 20 m

\* Provides no cover to crew and passengers.

Use these stats for the speeder that Jallar Golin uses later in the adventure as well as for the heroes' vehicles.

## **Dark Eye Sith Probe Droid**

Hovering military droid, Scout 6; Init +1; Defense 18 (+5 class, +2 size, +1 Dex); Spd 10 m; VP/WP 20/8; Atk none; SQ Skill mastery (Spot), trailblazing, uncanny dodge; SV Fort +2, Ref +4, Will +5; SZ T; Rep +0; Str 6, Dex 13, Con 8, Int 13, Wis 14, Cha 8. Challenge Code n/a (not armed).

*Equipment:* Antiscan life shell (+4 Hide), comlink, improved sensor package (+2 Listen, Search, Spot), infrared vision, low-light vision, motion sensors (+2 Spot), recording unit, self-destruct system, sonic sensors (+2 Listen), telescopic vision.

*Skills:* Hide +22, Knowledge (Jedi lore) +10, Listen +17, Move Silently +10, Search +16, Spot +20, Survival +11.

*Feats:* Alertness, Sharp-eyed, Skill Emphasis (Spot), Track.

## **Sith Sentry Droid**

Walking security droid, Thug 2; Init +2; Defense 12 (+0 class, +2 Dex); DR 3; Spd 8 m; VP/WP 0/13; Atk +2 melee (1d4, hand) or +5 ranged (3d8/19-20, blaster rifle); SV Fort +3, Ref +2, Will +1; SZ M; Face/Reach 2 m/2 m; Rep +0; Str 11, Dex 14, Con 13, Int 10, Wis 8, Cha 6. Challenge Code C.

*Equipment:* Alchemically treated light armor, arm-mounted blaster rifle, locked access, motion sensors, infrared vision.

*Skills:* Listen +4, Read/Write Basic, Speak Basic (understand only), Search +2, Spot +3.

*Feats:* Ambidexterity, Armor Proficiency (light), Weapon Group Proficiencies (blaster rifles, blaster pistols, simple weapons).

Sith sentry droids look vaguely human.

## **Lambda-class Imperial Shuttle**

Sienar Fleet Systems Lambda Shuttle

Class: Starfighter

Size: Tiny (20 m long)

Hyperdrive: x1 (backup x10)

Passengers: 20

Cargo Capacity: 80 tons

Consumables: 2 months

Crew: 1 to 6

Initiative: + \_\_\_\_ (+2 size, +X crew Int)

Maneuver: + \_\_\_\_ (+2 size, +X crew Pilot modifier)

Defense: 22 (+2 size, +10 armor)

Shield Points: 50 (DR 5)

Hull Points: 150 (DR 5)

Maximum Speed in Space: Attack (7 squares/action)

Atmospheric Speed: 1,100 km/h (18 squares/action)

Weapons: Blaster Cannons (3 sets of 2 fire-linked):

Fire Arc: 2 sets front, 1 set rear

Attack Bonus: + \_\_\_\_ (+2 size, +4 fire control, +X crew ranged attack)

Damage: 5d10x2

Range Modifiers: PB +0, S -2, M/L n/a

# Arran Flekk

Species: Human  
Class: Soldier 6 (Lieutenant)

Size: Medium  
Allegiance: Empire

Choose the gender, height, weight, and physical description for this character. See the *Star Wars Revised Core Rulebook* for species norms. You can alter the name if needed to better fit the gender you choose.

Ability	Score	Mod	Saving Throws				Ability	Misc
Strength	12	+1	Type	Total =	Base	Mod	Mod	
Dexterity	16	+3	Fortitude	+7	+5	+2		
Constitution	14	+2	Reflex	+5	+2	+3		
Intelligence	10	+0	Will	+3	+2	+1		
Wisdom	13	+1						
Charisma	8	-1						

**Defense:** 20  
(+3 Dex, +5 class, +2 dodge bonus [Defensive Martial Arts])  
**Hardness:** 3 (combat jumpsuit)

**Movement:** 10 meters

**Vitality Points:** 52

**Wound Points:** 14

**Force Points:** 5

**Dark Side Points:** 2

**Reputation:** +2

**Base Attack:** +6

**Initiative:** +3

Weapon	Attack	Damage	Crit	Range	Type
Heavy Blaster Pistol	+9/+4	3d8	20	8 m	E
Multifire	+5/+5/+1			Stun DC 18	
Rapid Shot	+4/+4/-1				
Multifire with Rapid Shot	+0/+0/+0/-5				
Hold-out Blaster	+9/+4	3d4	20	4 m	E
				Stun DC 10	

**Languages:** Speak and Read/Write Basic

**Feats:** Armor Proficiency (light), Combat Reflexes, Defensive Martial Arts, Force Sensitive, Heroic Surge, Martial Arts, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons)

**Skills:** Computer Use +4 , Demolitions +6 , Intimidate +8 , Knowledge (Geography) +5 , Knowledge (Tactics) +5 , Pilot +7/+3 space transports , Repair +8 , Treat Injury +5

**Equipment:** heavy blaster pistol (44 shots), 3 power packs, combat jumpsuit, hold-out blaster (6 shots), grappling spike launcher, medpac, medical kit, comlink (broken)

## Background

You come from a long line of soldiers that have served the queens of Naboo for many generations. You were raised to be a soldier, so you became one. There were really no other options for you; family pride and limited exposure during your youth are responsible for that.

You entered the Imperial academy when you were 17, and rose to the top of your class in infantry. You showed a budding talent for tactics as well, and were assigned to command track duties. Over the years, you have risen to the rank of lieutenant,

and have a brightly decorated record in suppressing Rebel uprisings and pacifying populations in the name of the Empire.

A few months ago, you were transferred to the scout services as a support and tactical officer. This opportunity gives you the chance to see new places in the Empire, and you embraced as willingly as you do any assignment. You were one of five assigned to the space transport *Predator's Beak*, as commander of military operations. When you crashed on this mountainous planet, only the lead scout and yourself survived. It has been a hard couple of months, but you have explored the planet near to your ship's site, and have together managed to keep yourselves alive. Your communications are shot, so you await rescue and fulfill your duties in the meantime.

You are a risk-taker, but you take calculated risks. That is the mark of a superior soldier, and you take pride in your abilities. You naturally assume command in any situation, unless you have a superior officer. You lead with discipline and command respect from the people serving with you. You follow orders as best as you can, and don't worry about moral issues. Those are for politicians, for the Emperor and his advisors.

As your life is the military, you don't have many interests that don't revolve around guns or tactics. You like playing strategy games, but the holo-chess game in the transport is broken and parts from it were needed for other systems.

One thing you keep hidden is that you sometimes sense strange things. You are not sure why, but somehow you do. If you can sense the Force, then you really need to keep it to yourself. The Jedi are long gone or in hiding, and you don't want to suffer some horrible fate over something you were born with.

**Vor Harkass** (Scout): The lead scout on the mission, and the one in overall command. He is worthless as a tactician, but knows his geography and planets. He chafes at being trapped here, but is making the best of it. He is always out doing some survey or other. His last one resulted in you burning out the power couplers on the one working speeder bike, so now it needs repair. But he is friendly enough, even though he is always looking ahead rather than to the here-and-now.

# Vor Harkass

Species: Human  
Class: Scout 6

Size: Medium  
Allegiance: Empire

Choose the gender, height, weight, and physical description for this character. See the *Star Wars Revised Core Rulebook* for species norms. You can alter the name if needed to better fit the gender you choose.

Ability	Score	Mod	Saving Throws				Ability	Misc
Strength	10	+0	Type	Total =	Base	Mod	Mod	
Dexterity	14	+2	Fortitude	+3	+3	+0		
Constitution	10	+0	Reflex	+5	+3	+2		
Intelligence	15	+2	Will	+4	+3	+1		
Wisdom	12	+1						
Charisma	13	+1						

**Defense:** 16  
(+2 Dex, +4 class)

**Movement:** 10 meters

**Vitality Points:** 33

**Wound Points:** 10

**Force Points:** 4

**Dark Side Points:** 0

**Reputation:** +1

**Base Attack:** +4

**Initiative:** +2

Weapon	Attack	Damage	Crit	Range	Type
Blaster Pistol	+6	3d6	20	10 m	E
Multifire	+2/+2			Stun DC 15	
Vibrodaggar	+4	2d4	20	---	V

**Languages:** Speak and Read/Write Basic, Speak and Read/Write Sullustese

**Feats:** Alertness, Sharp-eyed, Skill Emphasis (Survival), Starship Operation (space transports), Track, Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons),

**Skills:** Astrogate +11, Climb +4, Computer Use +7, Knowledge (alien species) +7, Knowledge (geography) +7, Listen +12, Pilot +10, Repair +11, Search +13, Sense Motive +3, Spot +12, Survival +13

## Class Abilities:

Trailblazing  
Heart +1  
Uncanny Dodge (Dex bonus to defense when flat-footed)  
Skill Mastery (Pilot)  
Extreme Effort  
Evasion

**Equipment:** blaster pistol (70 shots left), 2 power packs, field kit, flight suit, macrobinoculars, fusion lantern, tool kit, medpac, vibrodaggar, energy cell

## Background

The universe was made a little brighter when you were born. Of that you are sure. You have added so much, and one day you will be as famous as the explorers of the past. That is, if the Emperor allows anyone to know what you do.

You were born in the hovels of Nar Shadda. Your mother was a slave dancer to the Hutts, and your father was not around

much. Eventually your mother said he died. You mother hid you for the first few years of your life, and then sent you away to a relative on Alderran when you were eight years old. There, you learned a different kind of life, and more luxurious and comfortable way to live. But, you always longed to stretch the bounds, to go places you were not supposed to go. That is why your mother had to send you away; you were in danger of being discovered, and sold as a slave to someone somewhere.

Your relatives guided you into University, where you decided to become a scout and explore the unknown places in the galaxy. Following university you enlisted in the scout corps of the Imperial Army. Your relatives, Rebel sympathizers, were dismayed at your choice to serve the empire. They tried to get you to see the evil that the Emperor perpetrated, but to explore space there really was no option for you. You turn a blind eye to the things that others do with your discoveries and your researches.

You have been to many uninhabited planets, but did not expect to be on this one. You are not even sure where you are, as you had no time for a definite fix before the crash. Of your team, only the soldier Arran Flekk survived. Three good junior scouts dead. You have managed to survive here for quite some time. Of course you have no doubts of your abilities to survive here indefinitely; this is quite a friendly world. However, while stuck here you cannot find others, so you chafe at the fact that you are stranded. Flekk says that the Empire will find you eventually, so you wait and repair what you can and learn what you can about this planet.

**Arran Flekk (Soldier):** Flekk is a serious soldier, and a good tactician. He seems only interested in military matters, as you can see easily when you discuss the features of a planet. He wants to know their tactical value, rather than their mineralogical or aesthetic value. He plays a mean game of chess, and has been chafing that the holo-chess board is unusable. You know you can depend on him in a fight, and he is not hopeless when it comes to repair work and treating injuries.

# Gorbacca

Species: Wookiee                      Size: Medium  
Class: Tech Specialist 6              Allegiance: Rebel Alliance

Choose the gender, height, weight, and physical description for this character. See the *Star Wars Revised Core Rulebook* for species norms. You can alter the name if needed to better fit the gender you choose.

Ability	Score	Mod	Saving Throws				Ability	Misc
Strength	12	+1	Type	Total =	Base		Mod	Mod
Dexterity	11	+0	Fortitude	+2	+2		+0	
Constitution	10	+0	Reflex	+3	+3		+0	
Intelligence	16	+3	Will	+4	+3		+1	
Wisdom	12	+1						
Charisma	10	+0						

**Defense:** 14                                      **Movement:** 10 meters  
(+0 Dex, +4 class)

**Vitality Points:** 26                              **Wound Points:** 10  
**Force Points:** 3                                **Dark Side Points:** 0  
**Reputation:** +2  
**Base Attack:** +4                               **Initiative:** +0

**Languages:** Understand and Read/Write Basic, Speak and Read/Write Shyriiwook, Understand and Read/Write Jawa Trade Language

**Feats:** Combat Expertise, Gearhead, Low Profile, Skill Emphasis (Repair), Weapon Group Proficiencies (simple weapons)

**Skills:** Climb +3 , Computer Use +14 , Disable Device +9 , Forgery +7 , Intimidate +4 , Knowledge (bureaucracy) +5 , Knowledge (medicine) +11 , Knowledge (technology) +9 , Pilot +4 , Repair +18 , Search +9 , Treat Injury +10

**Class and Species Abilities:**  
Wookiee Rage  
Extraordinary Recuperation (12 vp per hour, 2 wp per day)  
Research (+6)  
Instant Mastery (Forgery)  
Tech Specialist (Mechanic +1)  
Expert (Knowledge [medicine])

**Equipment:** security kit, tool kit, medical kit, medpac, knife, field kit, flight suit

## Background

You grew up as a slave to the empire, and it was during those years that you learned to fix everything under the sun. Or so it seems. You have not found anything yet that you couldn't get working, at least for a short time. You were a little luckier than other Wookiees that were captured with you; most of them have died in hard labor by now. But your curiosity about machines when a youth led you to be placed with a tech. He treated you poorly, but all Humans seem to think that non-humans are lesser species.

Then you were thrust into freedom. To be exact, the Rebel Alliance attacked the base where you were working, and you botched the repairs on a couple of important things during the

fight, and you were free. You were not sure where to go, but you knew that you did not want to be enslaved, or even beholden, to anyone ever again.

In the end, you joined with the Rebels that freed you, but in a grudging partnership. You still distrust most people, especially Humans, but your immediate friends have not let you down yet. You hate Imperials with a passion, due to what happened to your childhood, but you are also grateful to them in a strange way for opening the doorway to the life you have now.

You don't hold with Wookiee life-debts; they seem like one more kind of enslavement, and you have had enough of that. But you support your friends when they need it, unless they stab you in the back.

**Kandar Vallan** (Pilot): Who knows where this Human comes from? He seems to have a past almost as bad as yours. He certainly sees the dark side of everything, and he sure likes to complain. He's a "glass half empty" kind of person, but you think that his glass is probably always empty unless the bartender has just brought a refill.

**Talva Ko'lib** (Bothan): Talva is sensitive to the Force, the energy field that binds all things together. You are not, and you don't understand, but the Force is to Talva what machines are to you: tools. Talva is very self-centered, but you get along well with the Bothan for the most part. Talva is not Human, and probably has suffered at the hands of the Empire too. All non-Humans do.

**Vylanther Merric** (Scout): This human is very friendly and has a kind of charm. Merric speaks many languages, and knows things about the empire that other Alliance operatives don't. Merric is committed to defeating the empire, and though this Human does not seem to have a dark past Merric is no less committed to the Alliance's ideals than you or anyone else (and more committed than some you could name).

**Jeeval** (Rodian Soldier): Jeeval is friendlier than most Rodians, and a bit careless. You can understand why he did not follow in the stereotypical Rodian path of becoming a bounty hunter. He has proven capable on several missions, but once or twice has been in the wrong place at the wrong time and caused added difficulties for the team.

# Kandar Vallan

Species: Human                      Size: Medium  
Class: Soldier 2/Scoundrel 4                      Allegiance: Rebel Alliance

Choose the gender, height, weight, and physical description for this character. See the *Star Wars Revised Core Rulebook* for species norms. You can alter the name if needed to better fit the gender you choose.

Ability	Score	Mod	Saving Throws				Ability	Misc
Strength	14	+2	Type	Total =	Base	Mod	Mod	
Dexterity	15	+2	Fortitude	+5	+4	+1		
Constitution	13	+1	Reflex	+6	+4	+2		
Intelligence	12	+1	Will	+1	+1	+0		
Wisdom	10	+0						
Charisma	8	-1						

**Defense:** 16                      **Movement:** 10 meters  
(+2 Dex, +3 soldier, +3 scoundrel, -2 multiclass)

**Vitality Points:** 34                      **Wound Points:** 13  
**Force Points:** 3                      **Dark Side Points:** 3  
**Reputation:** +5  
**Base Attack:** +5                      **Initiative:** +6

Weapon	Attack	Damage	Crit	Range	Type
Blaster pistol	+7	3d6	20	8 m	E
Multifire	+1/+1			Stun DC 15	
Hold-out Blaster	+7	3d4	20	4 m	E
				Stun DC 10	

**Languages:** Speak and Read/Write Basic, Understand Shyriiwook (Wookiee), Speak Huttese

**Feats:** Armor Proficiency (light), Improved Initiative, Infamy, Point Blank Shot, Skill Emphasis (Pilot), Spacer, Starship Operations (space transports), Starship Dodge (space transports), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons)

**Skills:** Astrogate +12, Computer Use +4, Gamble +4, Hide +7, Knowledge (streetwise) +6, Knowledge (alien species) +6, Pilot +17, Repair +9, Search +3, Speak Shyriiwook (Wookiee), Spot +9, Tumble +11

**Class Abilities:**  
Illicit Barter  
Lucky (1/day)  
Precise Attack +1

**Equipment:** blaster pistol (85 shots), hold-out blaster (6 shots), flight suit, macrobinoculars, tool kit, 2 power packs, field kit, comlink

## Background

Born in the backwater of Tatooine, you grew up moving from one gang to another, staying just ahead of those who wanted you killed. You eventually went to work for Jabba the Hutt, and that was stable for a while. But then, something happened (you don't know what), and Bib Fortuna advised you to flee Tatooine immediately. Bib had been pretty good to you, so you fled

without asking questions. You still don't know what happened, but later experiences made you more cynical and now you believe that you were blamed for something.

Bumping from one dive planet to the next, you got by where you could, and stole ships when you could. A brief visit to the Corporate Sector brought you a windfall, which you invested in illegal equipment for your last ship. Then the ship was stolen ...

It was about this time that you met some Rebels, and decided to join the Alliance. If they could really bring about the wonderful perfect galaxy they talk about, you'd be happy to live there. And if not, maybe you'll meet the right people or stumble into the right opportunity while fighting the Empire. Stranger things have happened. For one, you chanced upon this great-looking freighter, the *Griffon's Wings*, just sitting in an impound yard on some planet or other, just calling out to you. Well, it's yours now, and you don't even know why it was impounded. You changed the transponder codes and haven't looked back.

Cyncial is your middle name. Some would say it is your only name. Life is not fair, so you never expect it to be. You plan for the worst, because you never get the best. You try to maintain a cheerful attitude, but you also like to grouse (so you try to do it cheerfully).

**Gorbacca** (Wookiee tech): Gorbacca keeps apart a lot. You get along with Gorbacca pretty well, and Gorbacca can fix nearly everything, but s/he stays aloof. From things s/he has mentioned, you think s/he was a slave before joining the Alliance. What a life...

**Talva Ko'lib** (Bothan): Full of self-importance, the Bothan nevertheless has his uses. You trust Talva even less than the others, because well ... you know what Bothans are. This one seems to know things sometimes, but there are a lot of crazy things in the galaxy.

**Vylanther Merric** (Scout): Merric grew up with everything that you lacked, and yet here you both are fighting together. The galaxy is a strange place. Merric had comfort, and position, and gave all that up to fight the empire. S/he certainly is useful, with all those languages and that knowledge of the galaxy and planetary features. You are happy to call Merric friend, perhaps the only real friend you have.

**Jeeval** (Rodian Soldier): Jeeval is friendlier than most Rodians, and a bit careless. You can understand why he did not follow in the stereotypical Rodian path of becoming a bounty hunter. He has proven capable on several missions, but once or twice has been in the wrong place at the wrong time and caused added difficulties for the team.

# Talva Ko'lib

Species: Bothan  
Class: Fringer 4/Force Adept 2  
Size: Medium  
Allegiance: Rebel Alliance

Choose the gender, height, weight, and physical description for this character. See the *Star Wars Revised Core Rulebook* for species norms. You can alter the name if needed to better fit the gender you choose.

Ability	Score	Mod	Saving Throws				Ability	Misc
Strength	10	+0	Type	Total =	Base	Mod	Mod	
Dexterity	15	+2	Fortitude	+6	+6	+0		
Constitution	10	+0	Reflex	+6	+4	+2		
Intelligence	14	+2	Will	+6	+4	+2		
Wisdom	15	+2						
Charisma	10	+0						

**Defense:** 18  
(+2 Dex, +4 fringer, +4 Force adept, -2 multiclass)

**Movement:** 10 meters

**Vitality Points:** 33  
**Force Points:** 6  
**Reputation:** +0  
**Base Attack:** +5

**Wound Points:** 10  
**Dark Side Points:** 0  
**Initiative:** +2

Weapon	Attack	Damage	Crit	Range	Type
Blaster Pistol	+7	3d6	20	10 m	E
Multifire	+3/+3			Stun DC 15	

**Languages:** Speak and Read/Write Basic, Speak and Read/Write Bothese, Speak Rodese, Speak Mon Calamarian

**Feats:** Aware, Force Sensitive, Skill Emphasis (Bluff), Trustworthy, Weapon Group Proficiencies (blaster pistols, primitive weapons, simple weapons)  
**Force Feats:** Control, Sense

**Skills:** Bluff +8, Diplomacy +6, Gamble +4, Gather Information +4, Hide +9, Knowledge (bureaucracy) +7, Knowledge (politics) +9, Knowledge (streetwise) +9, Knowledge (Coruscant) +5, Listen +9, Pilot +4, Spot +11  
**Force Skills:** Enhanced Senses +8, Farseeing +5, Heal Self +5, See Force +6

**Class and Species Abilities:**  
Bonus Class Skills: Bluff, Diplomacy  
Barter  
Jury-rig +2

**Equipment:** blaster pistol (90 shots), flight suit, field kit, fusion lantern, sensor pack (+2 equipment bonus on Listen, Search, Spot when in use)

## Background

Growing up on Bothui teaches one the value of connections, of power (in the political sense), and of being one step ahead of the next guy. You learned these lessons perfectly, and were on your way to becoming a powerful figure on your homeworld when the Rebellion came calling. Leaving your comfort zone is not easy for you, and you thought long and hard about whether to join up with this group of criminals fighting a losing cause (well, statistically a poor cause, anyway). And you resisted for a long

time, until the Empire put a base on your homeworld and imposed its "order." That was enough.

In the Rebellion, you would have been just one of many, a person of little or no importance at all (which is one reason why you resisted joining for so long), except that you began to sense things. The Force was with you, and that is highly valued. It is also a desperate secret, because Darth Vader and the Emperor's other evil servants would kill you without a qualm if they knew.

You don't have a teacher in the ways of the Jedi, so you muddle along as best as you can by your own devices. And you have learned some things, enough to make you uniquely valuable on missions. And you like that. The Jedi used to teach that emotions were bad, and that pride was one way to the Dark Side.

You are primarily concerned with yourself and your own position, though you function with the team as well as you can (because you prosper that way). If the Rebellion succeeds, you would like to find a comfortable and important position in the new government, but that is a dream for the future. The Rebellion is not doing at all well. Now, however, you have no choice but to stay with the cause.

**Gorbacca** (Wookiee tech): You get along quite well with Gorbacca, though s/he keeps his/her distance from the others somewhat. Maybe it's because you and Gorbacca are not human. You are in awe of the Wookiee's skill with machines, but you'd rather not be with him in a fight. Unless Gorbacca is fighting like a Wookiee (tearing things apart), look out – Gorbacca is dangerous (to allies).

**Kandar Vallan** (Pilot): As Humans go, he's not a prize, but the kind a Bothan spy would really like to know. He seems to have been in all the underworlds of the galaxy, with the mental scars to prove it. He has mentioned working for Jabba the Hutt, so you keep an eye on him. He might still be a spy for Hutts. But his flying is almost inspired. Maybe he can teach you a bit.

**Vylanthar Merric** (Scout): This one used to be a noble at Coruscant. You saw him/her several times, but never met until you were teamed in the Alliance. Merric seems driven to destroy the empire, and with others of like mind perhaps this Rebellion can succeed. Merric is very good at scouting, and speaks a lot of different languages (including yours).

**Jeeval** (Rodian Soldier): Jeeval is friendlier than most Rodians, and a bit careless. You can understand why he did not follow in the stereotypical Rodian path of becoming a bounty hunter. He has proven capable on several missions, but once or twice has been in the wrong place at the wrong time and caused added difficulties for the team.

# Vylanthar Merric

Species: Human  
Class: Noble 2/Scout 4

Size: Medium  
Allegiance: Rebel Alliance

Choose the gender, height, weight, and physical description for this character. See the *Star Wars Revised Core Rulebook* for species norms. You can alter the name if needed to better fit the gender you choose.

Ability	Score	Mod	Saving Throws				Ability	Misc
Strength	8	-1	Type	Total =	Base	Mod	Mod	
Dexterity	14	+2	Fortitude	+2	+2	+0		
Constitution	10	+0	Reflex	+6	+4	+2		
Intelligence	14	+2	Will	+6	+5	+1		
Wisdom	12	+1						
Charisma	15	+2						

**Defense:** 18  
(+2 Dex, +3 noble, +3 scout, +2 from Defensive Martial Arts, -2 multiclass)

**Movement:** 10 meters

**Vitality Points:** 30  
**Force Points:** 4  
**Reputation:** +2  
**Base Attack:** +4

**Wound Points:** 10  
**Dark Side Points:** 0  
**Initiative:** +2

Weapon	Attack	Damage	Crit	Range	Type
Blaster Pistol	+6	3d6	20	10 m	E
Multifire	+2/+2			Stun DC 15	

**Languages:** Speak and Read/Write Basic, Understand Shyriiwook (Wookiee), Speak and Read/Write Mon Calamarian, Speak and Read/Write Bothese, Speak Huttese, Speak Rodese, Speak and Read/Write Cerean, Speak Kel Dor, Speak Sullustese, Speak Durese, Speak Geonosian, Read/Write Sith

**Feats:** Defensive Martial Arts, Martial Arts, Point Blank Shot, Sharp-eyed, Trustworthy, Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons)

**Skills:** Astrogate +8, Diplomacy +9, Computer Use +9, Gather Information +9, Knowledge (bureaucracy) +7, Knowledge (geography) +8, Knowledge (Imperial navy) +7, Knowledge (Outer Rim planets) +8, Knowledge (Outer Rim planets) +8, Read/Write Bothese, Read/Write Cerean, Read/Write Sith, Search +4, Sense Motive +8, Speak Bothese, Speak Cerean, Speak Durese, Speak Geonosian, Speak Huttese, Speak Kel Dor, Speak Rodese, Speak (understand) Shyriiwook (Wookiee), Speak Sullustese, Spot +3, Survival +7

## Class Abilities:

Bonus Noble Class Skill (Gather Information)  
Favor +1  
Inspire Confidence—1 ally, 1/day  
Trailblazing  
Heart +1  
Uncanny Dodge (Dex bonus to Defense when flat-footed)

**Equipment:** blaster pistol (41 shots), power pack, flight suit, holorecorder, comlink, field kit

## Background

You grew up on a world favored by the Emperor, and when just a youth you were brought into the Imperial Court as one of the many hangers-on there. Your parents arranged advantageous connections for you, but marriage was not in your plans. You wanted more: to become one of the Imperial advisors. With your natural charm you were well on your way to accomplishing your dream.

The problem came when you began to move in the more select circles. Then you discovered the atrocities that were committed daily in the name of order, in the name of peace. Whole systems subjugated, people tortured, people disappearing. You did not want any part of that.

Then Alderran was destroyed.

You left the court immediately and sought out some way of contacting the Rebel Alliance. You had to do something to help stop the madman on the throne of government. You thought that your knowledge of the court would be helpful.

The Rebels ran you around a bit, but finally decided you were for real and accepted you. You immediately joined a team of scouts seeking new planets for secret bases, and have been exploring ever since. You do advise on court matters when asked, but you have grown to love the far away places. Sometimes you are asked to approach planets about joining the Alliance, as you have considerable persuasive skills.

You speak or read 12 languages, including the ancient language of the Sith (you never tell anyone this, or how you learned it, and you long ago destroyed the tablets and tomes that served as your teachers). You use all your skills to do everything possible to defeat the emperor, whether that is finding a new base or seeking out a new people to join the Alliance.

You don't hate the empire so much as fear it and realize intellectually that it cannot be allowed to continue.

**Gorbacca** (Wookiee tech): Wookiees are kind of scary, and Gorbacca is no different than the rest in this regard. Huge walking piles of fur that can tear a man apart should be watched. Not enslaved, or regulated, but definitely watched. Gorbacca is the group tech, and can certainly fix things well, but that attitude of aloofness puts you off. You can understand what Gorbacca says, but you don't really understand the Wookiee.

**Kandar Vallan** (Pilot): Your buddy Kandar has had a varied past. He's worked for Hutts as well as other criminals. He is also an ace pilot and a pretty good ship thief. You don't know how he came into possession of the *Griffon's Wings*, and it's better not to ask. He's always complaining, in a cheerful way, so you always rib him when he does. But you do listen, because often enough he's been proven right in his pessimism.

**Talva Ko'lib** (Bothan): Okay, so non-Humans make you nervous. This one seems to think s/he's better than anyone else in the group, though Talva is reliable as far as things go. You would not share a lot of drinks with Talva, but then you don't think Talva would be sharing those drinks with you either. There's something about Talva, though – always meditating and looking into space.

**Jeeval** (Rodian Soldier): Jeeval is friendlier than most Rodians, and a bit careless. You can understand why he did not follow in the stereotypical Rodian path of becoming a bounty hunter. He has proven capable on several missions, but once or twice has



been in the wrong place at the wrong time and caused added difficulties for the team.

## Map of Quorlac Fornayh's Base

